

Aerie Auxiliary 3W Creature -- Bird Soldier Flying When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aerie Auxiliary 3W Creature -- Bird Soldier Flying When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Spike 1U Instant Choose target spell. You get {E}{E} (two energy counters), then you may pay any amount of {E}. Counter that spell unless its controller pays {1} for each {E} paid this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Amped Raptor 1R Creature -- Dinosaur First strike When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Amped Raptor 1R Creature -- Dinosaur First strike When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Amphibian Downpour 2U Enchantment -- Aura Flash Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies. Copies become tokens.) Enchant creature Enchanted creature loses all abilities and is a blue Frog creature with base power and toughness 1/1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel of the Ruins 5WU Artifact Creature -- Angel Flying When this creature enters, exile up to two target artifacts and/or enchantments. Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annoyed Altisaur 5GG Creature -- Dinosaur Reach, trample Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Azlass, the Swelling Scourge (3) Legendary Creature -- Eldrazi Whenever Azlass or another colorless creature you control dies, you get an experience counter. {W}{U}{B}{R}{G}: Creatures you control get +X/+X until end of turn, where X is the number of experience counters you have. Scions and Spawns you control gain indestructible and annihilator 1 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bountiful Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle. Cycling {G}{U}{R} ({G}{U}{R}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chthonian Nightmare (1)(B) Enchantment When this enchantment enters, you get {E}{E}{E} (three energy counters). Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conduit Goblin (R)(W) Creature -- Goblin Warrior When this creature enters, you get {E}{E} (two energy counters). At the beginning of combat on your turn, you may pay {E}. If you do, another target creature you control gets +1/+0 and gains haste until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Conduit Goblin (R)(W) Creature -- Goblin Warrior When this creature enters, you get {E}{E} (two energy counters). At the beginning of combat on your turn, you may pay {E}. If you do, another target creature you control gets +1/+0 and gains haste until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consuming Corruption (B)(B) Instant Consuming Corruption deals X damage to target creature or planeswalker and you gain X life, where X is the number of Swamps you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consuming Corruption (B)(B) Instant Consuming Corruption deals X damage to target creature or planeswalker and you gain X life, where X is the number of Swamps you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Contaminated Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle. Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Corrupted Shapeshifter (3)(U) Creature -- Eldrazi Shapeshifter Devoid (This card has no color.) As this creature enters, it becomes your choice of a 3/3 creature with flying, a 2/5 creature with vigilance, or a 0/12 creature with defender. [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crabomination (4)(B)(B) Creature -- Crab Demon Emerge from artifact {5}{B}{B} (You may cast this spell by sacrificing an artifact and paying the emerge cost reduced by that artifact's mana value.) When this creature enters, target opponent exiles the top card of their library, a card at random from their graveyard, and a card at random from their hand. You may cast a spell from among cards exiled this way without paying its mana cost. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cyclops Superconductor (1)(U)(R) Creature -- Cyclops Wizard Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, you get {E}{E}{E} (three energy counters). When this creature dies, you may pay {E}{E}{E}. When you do, this creature deals damage equal to its power to any target. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cyclops Superconductor (1)(U)(R) Creature -- Cyclops Wizard Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, you get {E}{E}{E} (three energy counters). When this creature dies, you may pay {E}{E}{E}. When you do, this creature deals damage equal to its power to any target. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Deep Analysis (3)(U) Sorcery Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Depth Defiler (3)(U)(U) Creature -- Eldrazi Devoid (This card has no color.) Kicker {C} (You may pay an additional {C} as you cast this spell.) When you cast this spell, choose one. If it was kicked, choose both instead. * Return target creature to its owner's hand. * Target player draws two cards, then discards a card. [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dog Umbra (1)(W) Enchantment -- Aura Flash Enchant creature As long as another player controls enchanted creature, it can't attack or block. Otherwise, this Aura has umbra armor. (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dog Umbra (1)(W) Enchantment -- Aura Flash Enchant creature As long as another player controls enchanted creature, it can't attack or block. Otherwise, this Aura has umbra armor. (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Drossclaw 1 B Artifact -- Equipment Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.) Equipped creature gets +1/+1. Whenever equipped creature attacks, each opponent loses 1 life. Equip {2} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drowner of Truth 5 6/U 6/U Creature -- Eldrazi Devoid (This card has no color.) When you cast this spell, if {C} was spent to cast it, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." [sideboard] 7/6 ----- BACK FACE ----- Drowned Jungle Land This land enters tapped. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldrazi Repurposer 2 G Creature -- Eldrazi Drone Devoid (This card has no color.) When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldrazi Repurposer 2 G Creature -- Eldrazi Drone Devoid (This card has no color.) When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Eldrazi Repurposer 2 G Creature -- Eldrazi Drone Devoid (This card has no color.) When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Electrozoa 2 U Creature -- Jellyfish Flash Flying When this creature enters, you get {E}{E} (two energy counters). At the beginning of your first main phase, tap this creature unless you pay {E}. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Envoy of the Ancestors 2 W Creature -- Human Cleric Outlast {W} ({W}, {T}: Put a +1/+1 counter on this creature. Outlast only as a sorcery.) Modified creatures you control have lifelink. (Equipment, Auras you control, and counters are modifications.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Estrid's Invocation 2 U Enchantment You may have this enchantment enter as a copy of an enchantment you control, except it has "At the beginning of your upkeep, you may exile this enchantment. If you do, return it to the battlefield under its owner's control." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolution Witness 2 G Creature -- Elf Shaman Mutant {1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expel the Unworthy 1 W Sorcery Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.) Choose target creature with mana value 3 or less. If this spell was kicked, instead choose target creature. Exile the chosen creature, then its controller gains life equal to its mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faithful Watchdog G W Creature -- Dog Vigilance This creature enters with three +1/+1 counters on it. [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fanged Flames 1 R Sorcery Devoid (This card has no color.) Fanged Flames deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fell the Profane 2 B B Instant Destroy target creature or planeswalker. [sideboard] ----- - - - BACK FACE - - - Fell Mire Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fetid Gargantua 4 B Creature -- Horror {2}{B}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, you may draw two cards. If you do, you lose 2 life. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fetid Gargantua 4 B Creature -- Horror {2}{B}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, you may draw two cards. If you do, you lose 2 life. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Foreboding Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle. Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Foreboding Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle. Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fowl Strike Instant Destroy target creature with flying. Reinforce 2--{2}{G} ({2}{G}, Discard this card: Put two +1/+1 counters on target creature.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fowl Strike Instant Destroy target creature with flying. Reinforce 2--{2}{G} ({2}{G}, Discard this card: Put two +1/+1 counters on target creature.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Frogmyr Enforcer Artifact Creature -- Frog Myr Prototype {3}{R} -- 2/2 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grist, Voracious Larva Legendary Creature -- Insect Deathtouch Whenever Grist or another creature you control enters, if it entered from your graveyard or you cast it from your graveyard, you may pay {G}. If you do, exile Grist, then return it to the battlefield transformed under its owner's control. [sideboard] 1/2 ----- BACK FACE ----- Grist, the Plague Swarm Legendary Planeswalker -- Grist [+1]: Create a 1/1 black and green Insect creature token, then mill two cards. Put a deathtouch counter on the token if a black card was milled this way. [-2]: Destroy target artifact or enchantment. [-6]: For each creature card in your graveyard, create a token that's a copy of it, except it's a 1/1 black and green Insect. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Harbinger of the Seas Creature -- Merfolk Wizard Nonbasic lands are Islands. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydra Trainer Creature -- Human Warrior You may exert this creature as it attacks. When you do, target creature gets +X/+X until end of turn, where X is the number of counters on permanents you control. (An exerted creature won't untap during your next untap step.) {2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Indebted Spirit Enchantment Creature -- Spirit Bestow {2}{W} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) Afterlife 1 (When this permanent is put into a graveyard from the battlefield, create a 1/1 white and black Spirit creature token with flying.) Enchanted creature gets +1/+1 and has afterlife 1. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspired Inventor Creature -- Human Artificer When this creature enters, choose one -- * You get {E}{E}{E} (three energy counters). * Put a +1/+1 counter on target creature. * Create a 1/1 colorless Servo artifact creature token. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mindless Conscription Enchantment When this enchantment enters and whenever you draw your third card each turn, amass Zombies 3. (Put three +1/+1 counters on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Molten Gatekeeper Artifact Creature -- Golem Whenever another creature you control enters, this creature deals 1 damage to each opponent. Unearth {R} ({R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Muster the Departed Enchantment When this enchantment enters, create a 1/1 white Spirit creature token with flying. Morbid -- At the beginning of your end step, if a creature died this turn, populate. (Create a token that's a copy of a creature token you control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Muster the Departed Enchantment When this enchantment enters, create a 1/1 white Spirit creature token with flying. Morbid -- At the beginning of your end step, if a creature died this turn, populate. (Create a token that's a copy of a creature token you control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obstinate Gargoyle ①④② Artifact Creature -- Gargoyle This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.) Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obstinate Gargoyle ①④② Artifact Creature -- Gargoyle This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.) Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Party Thrasher ①② Creature -- Lizard Wizard Noncreature spells you cast from exile have convoke. (Each creature you tap while casting a noncreature spell from exile pays for {1} or one mana of that creature's color.) At the beginning of your first main phase, you may discard a card. If you do, exile the top two cards of your library, then choose one of them. You may play that card this turn. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Petrifying Meddler ④① Creature -- Eldrazi Devoid (This card has no color.) When you cast this spell, tap up to one target creature and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) Reach [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plains Basic Land -- Plains {T}: Add {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyretic Rebirth ②②② Instant Return target artifact or creature card from your graveyard to your hand. Pyretic Rebirth deals damage equal to that card's mana value to up to one target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quest for the Necropolis ② Enchantment Landfall -- Whenever a land you control enters, put a quest counter on this enchantment. {5}{B}, Sacrifice this enchantment: Put target creature card from a graveyard onto the battlefield under your control. This ability costs {1} less to activate for each quest counter on this enchantment. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reef Worm ③① Creature -- Worm When this creature dies, create a 3/3 blue Fish creature token with "When this token dies, create a 6/6 blue Whale creature token with 'When this token dies, create a 9/9 blue Kraken creature token.'" [sideboard] 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Revitalizing Repast Instant Put a +1/+1 counter on target creature. It gains indestructible until end of turn. [sideboard] ----- BACK FACE ----- Old-Growth Grove Land This land enters tapped. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rosecot Knight Creature -- Human Knight Vigilance When this creature enters, look at the top six cards of your library. You may reveal an artifact or enchantment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. If you didn't put a card into your hand this way, put a +1/+1 counter on this creature. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serum Visionary Creature -- Vedalken Wizard When this creature enters, draw a card, then scry 2. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shattered Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle. Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sheltering Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle. Cycling {R}{G}{W} ({R}{G}{W}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltering Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle. Cycling {R}{G}{W} ({R}{G}{W}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Wastes Basic Snow Land {T}: Add {C}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solstice Zealot Creature -- Rhino Cleric When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Tap target creature. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springheart Nantuko 1 G Enchantment Creature -- Insect Monk Bestow {1}{G} Enchanted creature gets +1/+1. Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strix Serenade U Instant Counter target artifact, creature, or planeswalker spell. Its controller creates a 2/2 blue Bird creature token with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sundering Eruption 2 R Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn. [sideboard] ----- BACK FACE ----- Volcanic Fissure Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tamiyo Meets the Story Circle 1 U Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -2/-0 until end of turn. II -- Discard any number of cards, then investigate twice for each card discarded this way. III -- Shuffle up to three target cards from your graveyard into your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tempest Harvester 1 U Creature -- Merfolk Wizard When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Draw a card, then discard a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Hunger Tide Rises 2 G Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I, II, III -- Create a 1/1 black and green Insect creature token. IV -- Sacrifice any number of creatures. Search your library and/or graveyard for a creature card with mana value less than or equal to the number of creatures sacrificed this way and put it onto the battlefield. If you search your library this way, shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tune the Narrative U Instant Draw a card. You get {E}{E} (two energy counters). [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Cave Land -- Urza's Cave {T}: Add {C}. {3}, {T}, Sacrifice this land: Search your library for a land card, put it onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voidpouncer 1 R Creature -- Eldrazi Devoid (This card has no color.) Kicker {2}{C} (You may pay an additional {2}{C} as you cast this spell.) If this creature was kicked, it enters with two +1/+1 counters and a trample counter on it and with haste. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voidpouncer 1 R Creature -- Eldrazi Devoid (This card has no color.) Kicker {2}{C} (You may pay an additional {2}{C} as you cast this spell.) If this creature was kicked, it enters with two +1/+1 counters and a trample counter on it and with haste. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Worn Powerstone 3 Artifact This artifact enters tapped. {T}: Add {C}{C}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Writhing Chrysalis 2 R G Creature -- Eldrazi Drone Devoid (This card has no color.) When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Reach Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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